PlayStation

NTSC U/C

PlayStation

EVERYONE

CONTENT RATED BY ESRB

SLUS-01191
510018

TOM and JERRY™ in HOUSE TRAP

TM

NewKidCo™

WARNING: READ BEFORE USING YOUR PLAYSTATION® GAME CONSOLE.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation game console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation game console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNOFFICIAL PRODUCT:

The use of unofficial product or peripherals may damage your PlayStation game console and invalidate your console warranty.

HANDLING YOUR PLAYSTATION DISC:

- This compact disc is intended for use only with the PlayStation game console.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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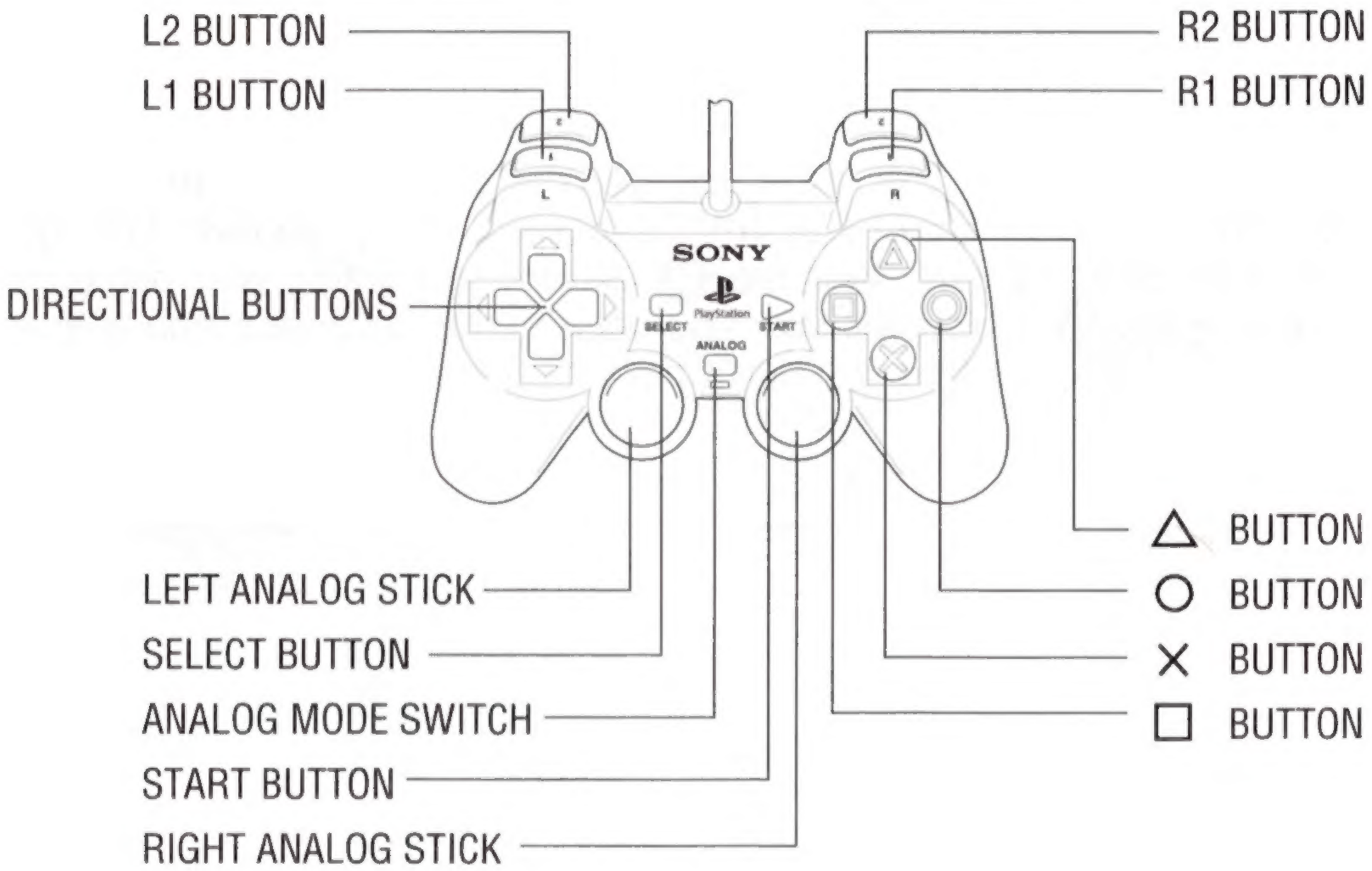
SETTING UP

Set up your PlayStation® as described in the instructions that came with your machine. Place your "TOM and JERRY in House Trap™" disc into the console and close the disc cover. Now turn ON the machine by pressing the POWER button and the game will start to load.

CAUTION

The game checks for a MEMORY CARD shortly after the POWER is turned ON. To ensure that data is not damaged or lost it is recommended that you do not insert or remove your MEMORY CARD or any other peripheral while your PlayStation is turned ON.

THE CONTROLLER

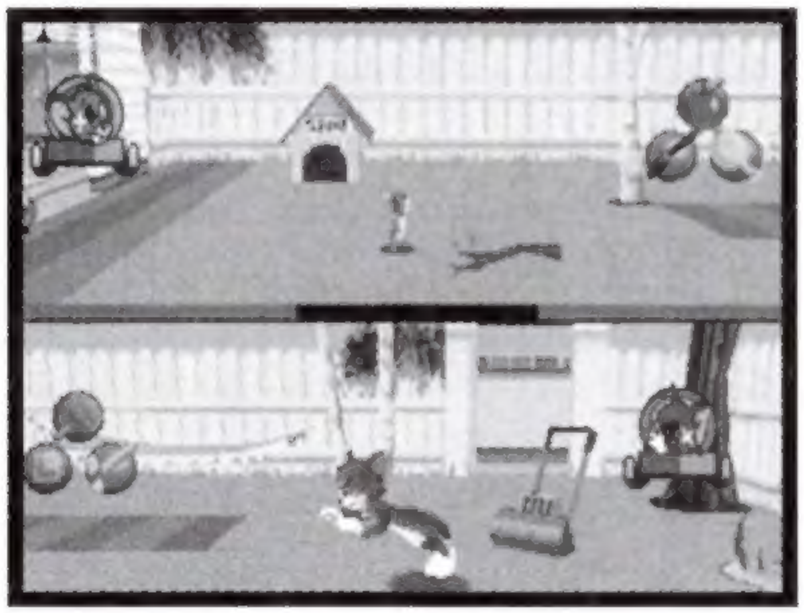


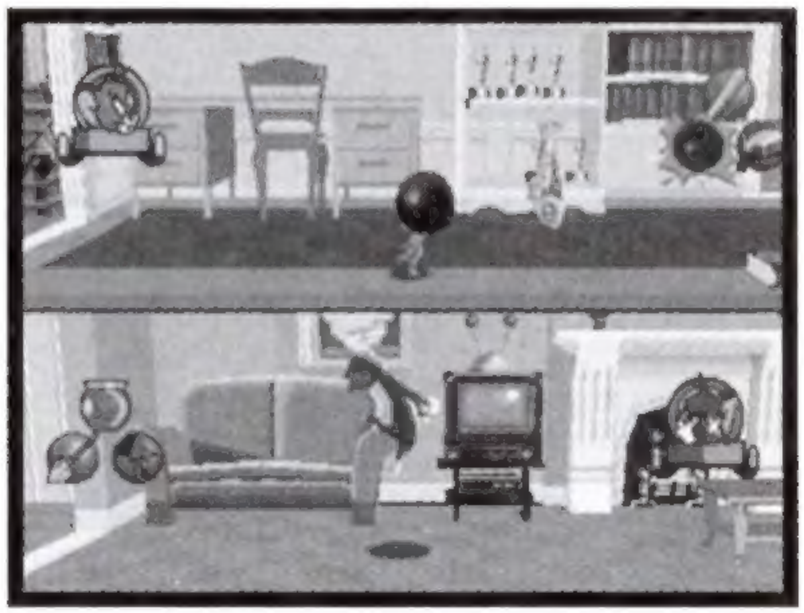
STORY

Jerry has written a book called "My Life With Tom", which is all about the misadventures that the two of them have had. Join them as they chew, scratch and bite over the times they have spent chasing, fleeing and hitting each other.

MENU CONTROL

All of the menus in the game can be navigated by using the UP and DOWN directional buttons on the Controller. Once you have highlighted your choice simply press the ✕ Button to confirm your selection. Pressing the △ Button will take you back to the previous menu without saving any changes that you might have made.





MAIN MENU

If the game demo is running you can quit back to the Main Menu by pressing the START button on your Controller.

There are several options available to you from this screen. They are as follows:

One Player
This starts the one player game where you play as Jerry trying to defeat the cunning Tom.

Two Player Game
This starts the two-player game where you can play against a friend. Note: you will need two Controllers in order to play this version of the game.

Continue
This allows you to load any previously saved "TOM and JERRY in House Trap™" game from your MEMORY CARD.

Options
This allows you to customize the set-up of your game to your own specifications.

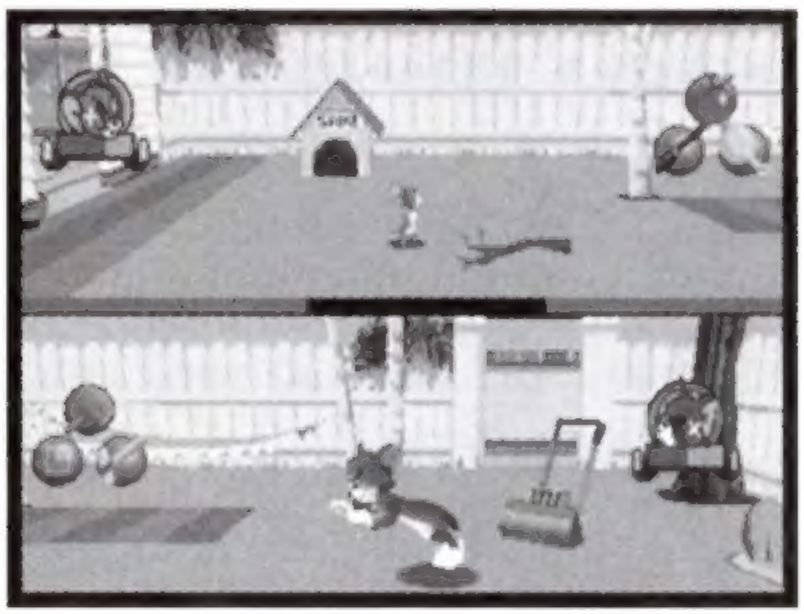
Credits
Select this option to view the team of designers, artists and programmers who brought you Tom and Jerry in Housetrap.

THE ONE PLAYER GAME

In this game you control Jerry in his battle to fend off the ever-hungry advances of Tom who is out to reduce your Health to zero. In order to win this game you must beat Tom over 15 different levels of mayhem as madness sets in around the house they live in. Along the way new rooms will open for you to explore and new weapons will be made available for you to use against Tom. There are also other characters for you to meet including some hapless ducklings, the beautiful female cat Toodles, and Spike the bulldog.

The Screen

The first thing that you will notice is that the game is played on a split screen display, even in One Player mode. On the UP half of the screen you can see what you are doing as Jerry and on the DOWN half of the screen you can view Tom getting up to his old tricks. The reason for this is so that you can keep track of what Tom is doing at all times – you can see when he's coming after you and you know where he is when you want to attack him. It also means that you can enjoy the effects of your own handy work by seeing Tom being dazed by the Ironing Board or getting his feet stuck in the Glue.



Health

On the left-hand side of your half of the screen you will notice that there is a picture of Jerry and a green bar underneath him. This is your health bar. When you start the game you will have 100% health but as Tom hits you and the traps that are around the house bash you about this will get lower. If you let your health reach zero Jerry will pass out and you will need to play the level from the beginning. To help you see how healthy you are at a glance the picture of Jerry also changes: When you start Jerry's face looks healthy and fit but as you lose health he starts to look increasingly beaten and battered, gaining a black eye and bruises along the way.

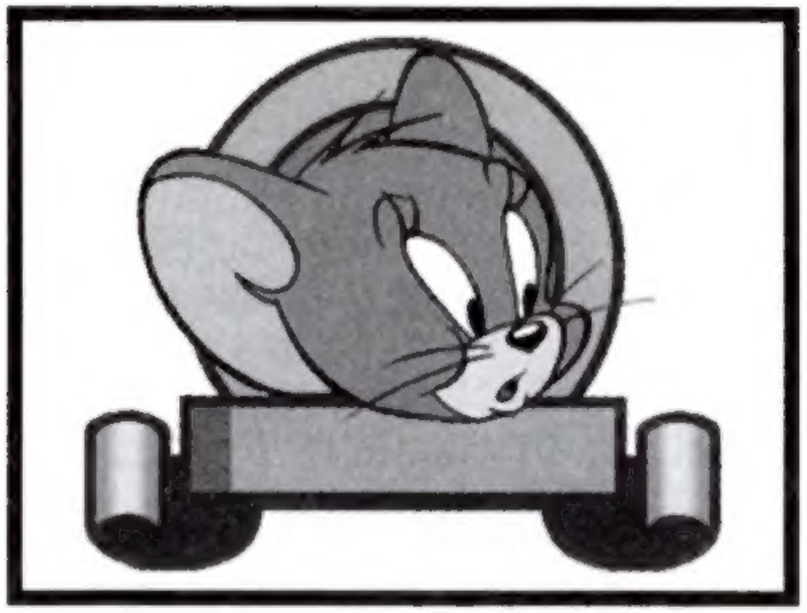
Inventory

On the right hand side of your screen you will notice that there are 3 buttons with a triangle, square and circle on them. These represent the △, □ and ○ buttons on your Controller. If you walk Jerry over an object you will notice that the object appears in your Inventory over one of the buttons. Pressing the button that corresponds to the picture in your inventory will now produce an orange flash around it. That object has now become the active one in your inventory and pressing ✕ will use it.

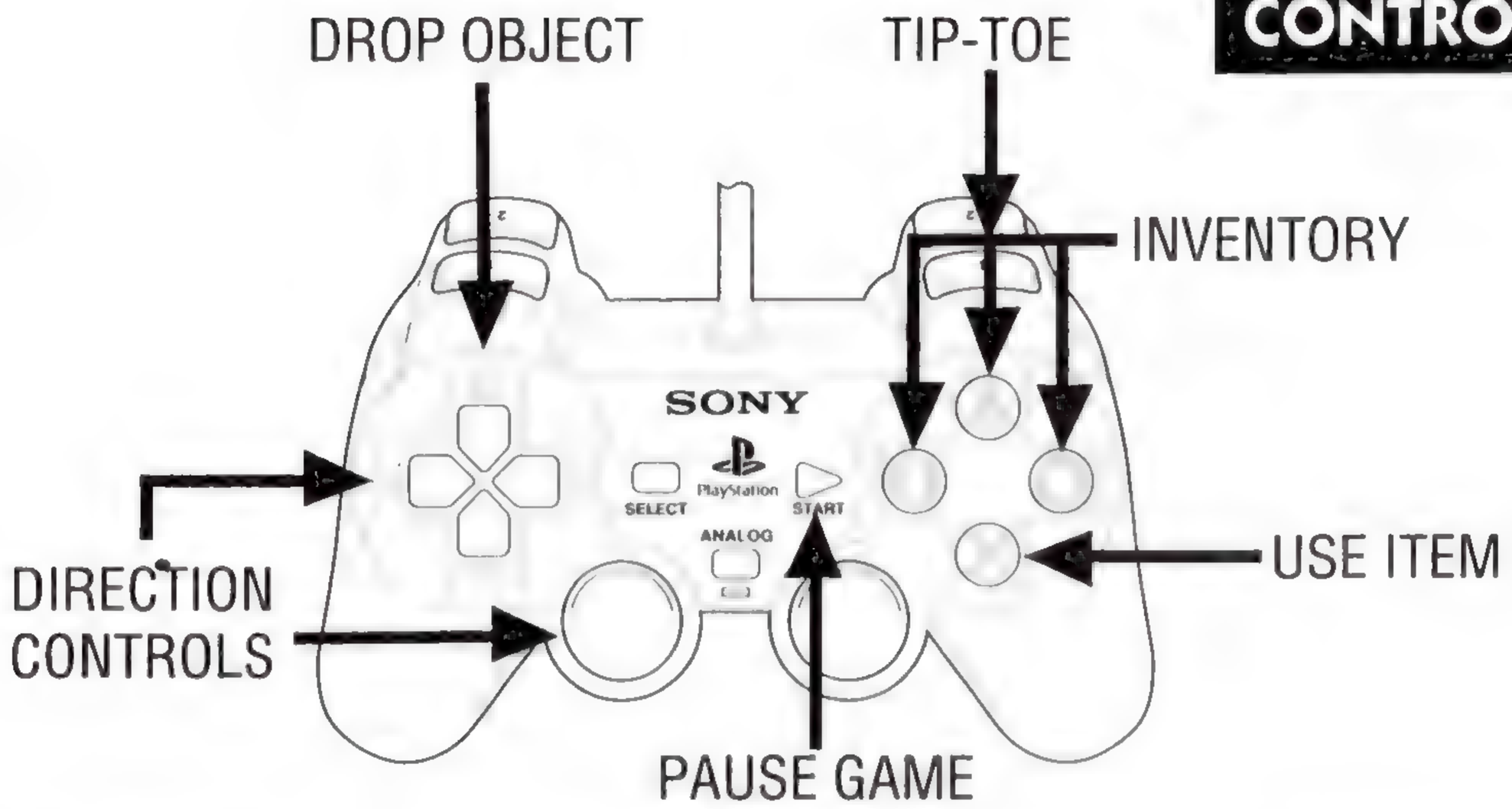
Tom also has a Health bar and an Inventory display so you can make an informed decision about what your next course of action will be just by having a quick glance at his half of the screen.

In-Game Menu

Pressing the START button while playing the game will pause the game and all the action will stop. The pause menu also contains 5 options: QUIT GAME yes/no, STEREO yes/no, SFX volume, MUSIC volume and VIBRATION yes/no. The UP and DOWN directional buttons will move the highlight up and down the 5 options. Selecting no on the QUIT GAME option will un-pause the game and take you back to the action. Selecting yes on the QUIT GAME option will take you back to the main menu.



CONTROLS



△, □ and ○ **buttons:** These are your Inventory buttons. Whenever you pick up an object it is placed in a slot in your inventory that corresponds to one of these buttons. By pressing one of these buttons the object held within it is moved to your hand where it can be used. You may only hold 3 objects at any one time.

✕ **Button:** If you have an object in your hand then pressing this button will use it.

Directional buttons: These are used to control Jerry around the rooms of the house. If you press the TOP directional button Jerry will walk away from you and into the room and pressing the BOTTOM directional button will make him walk towards you. The LEFT and RIGHT directional buttons move Jerry left and right respectively.

R1: Holding this button down while walking will cause Jerry to tiptoe. This is useful as it allows you to walk over traps or dropped objects without injury.

L1: Drop Object: This will automatically discard any item that you are holding in your hand.

START: This Pauses the game and calls up the In-Game Menu.

Left Stick: This works in the same way as the directional buttons with the added bonus that if you only push the stick a small amount in the direction you wish to move in then Jerry will tip-toe; if you push the stick further he will run as normal.

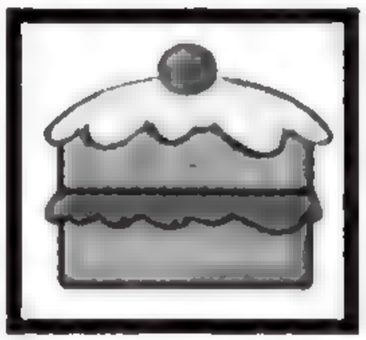
USING OBJECTS

There are several different types of object that can be used around each of the levels in the game. They are as follows:

Hand to Hand objects

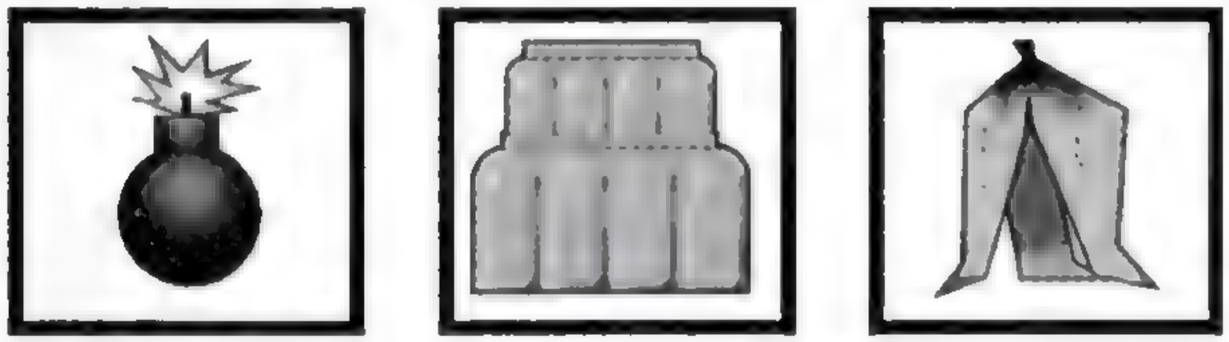
These are used for hand to hand fighting, so in order to use them you must be close to Tom. Each hand to hand object can only strike Tom 3 times before it breaks and you must select another weapon. By pressing the ✪ button 2 or 3 times in quick succession it is possible to perform a combo-attack, which will cause more damage than 3 unconnected hits. Hand to hand objects come in 3 sizes: Small: These do little damage; Medium: These do more damage; and Heavy: These do the most damage.

Thrown objects



It is not necessary to put yourself in danger and get so close to Tom with these as you simply throw them at him. As long as Jerry is facing in the direction of Tom the object will be thrown directly at him. As with hand to hand objects these come in 3 sizes: Small for light damage; Medium for more damage; and Heavy for the most damage.

Dropped objects



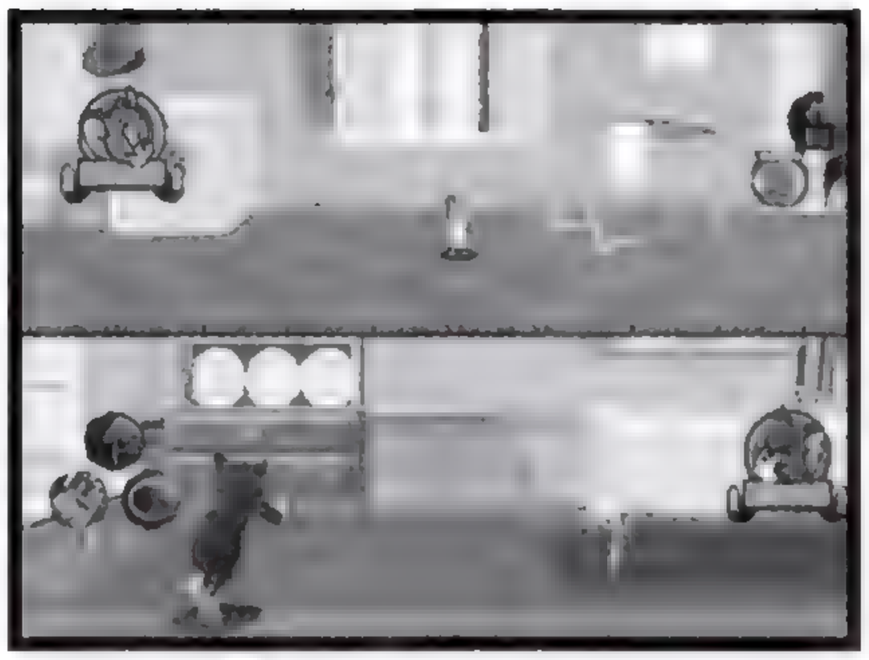
Unlike the hand to hand and the thrown objects the dropped hazards are stationary and rely on a character running into them to do damage. Once a dropped object has been stood on it will disappear. These objects can be dropped wherever you choose and provide an obstacle that Tom (and you) must avoid or pay the price. In order to pick up a dropped object you must tip toe over it or you will be caught by it yourself. Note that you cannot drop an object on or too close to a doorway or in the trigger area of a room hazard.

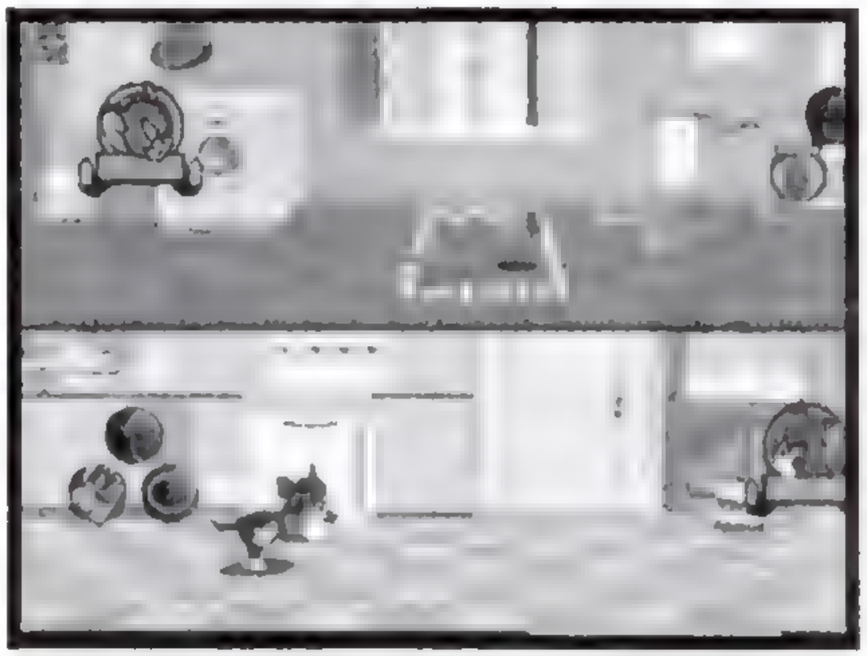
Stealing

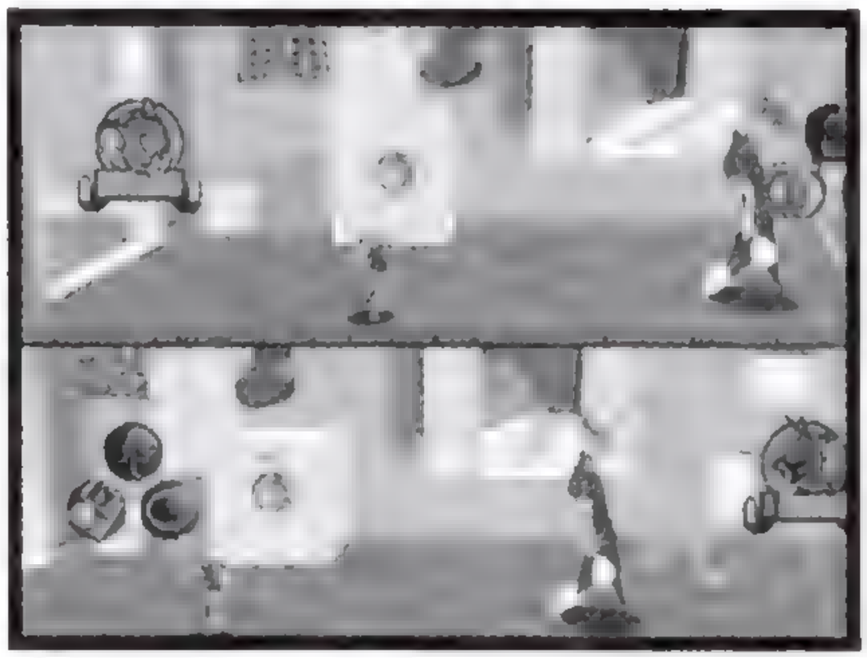
When a player strikes the other with a hand to hand weapon, any special objects carried by the struck player will be dropped, allowing the first player to steal the object if he or she is quick enough.

HAZARDS

Around the house there are various hazards that you can set in order to trip up Tom and injure him without having to get too close. You will discover through trial and error which objects and furniture in the house are hazards. If you think you have found a hazard you can set it by pressing the ✪ button when you are in front of it. The hazard will then flash for a short period of time to show that it has been activated. Be careful though because once the flashing stops the hazard is active and you can be caught in it! If you are unsure of whether a trap is active or not simply tiptoe towards it. Because you are tiptoeing the trap will not be triggered and when you move into the area of the trap a highlight will trace the outline of the trigger area so that you can learn where to be careful in future.







WHEN YOU HAVE COMPLETED A LEVEL

When you complete a level you are presented with several options. Simply press ✕ to move onto the next level. If you wish to save the game at this point simply press ○ and this will bring up a SAVE GAME box. If you have sufficient free space on your MEMORY CARD you will be able to save your game onto it. Alternatively, if you have a previous game saved then you will be given the option to overwrite it. Pressing ✕ will save your game and return you to the book. If you do not want to save your game you can press △ and you will be taken back to the book without making any changes to your MEMORY CARD. At this stage you can also quit your current game by selecting QUIT GAME, this will cancel your current game and take you back to the Main Menu.

THE TWO PLAYER GAME

The two-player game allows you and a friend to fight against each other with Player 1 as Jerry and Player 2 as Tom.

There are several options available to you on this screen so that you may change the features of the game.

Starting energy

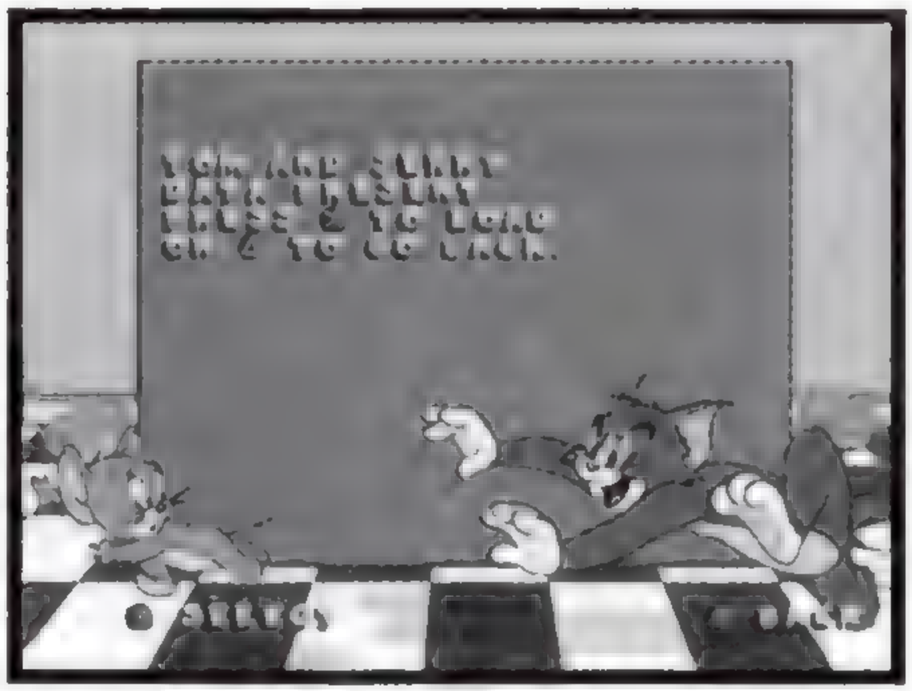
At the top of the screen there are two energy bars, one with Jerry's face above it and one with Tom's face above it. Player 1 can adjust the amount of health that they begin the game with by high-lighting their bar and pressing the LEFT directional button to reduce their starting health or pressing the RIGHT directional button to increase their health. Player 2 can adjust their starting health in the same way. This feature allows you to balance games between players of different skill levels. For instance, if Player 1 is very good at the game and Player 2 has never played before then it is possible to giver Player 2 a fighting chance by reducing the amount of energy that Player 1 starts the game with.

Number of Specials

It is possible to alter the rate at which special objects are generated by selecting this option. With it set to High special objects will be generated with a high frequency, making the game more brutal and probably longer due to regular generation of health. Setting the Number of Specials to Low will mean that their generation is less common and more time will elapse between their appearance.

THE CONTINUE SCREEN

This option is used to load any games that you have previously saved. The game will take a few moments to check your MEMORY CARD for a saved game and if there is one present then you will be given the oportunity to load it. If you press ✕ your game will be loaded and you will be taken back to the Main Menu. If you choose not to load your saved game then you can press △ and you will be taken back to the Main Menu without loading anything.



OPTIONS

This screen allows you to change the AUDIO properties, the SCREEN POSITION, and the game's CONTROLLER options.

Audio

From this screen it is possible to change the properties of the game SFX and Music. By highlighting the Stereo/Mono option and using the LEFT and RIGHT directional buttons you can change between having the sound output in Stereo or Mono mode. The volume of the SFX can be altered by selecting the option and pressing the LEFT and RIGHT directional buttons. Pressing the LEFT directional button decreases the volume of the SFX and pressing the RIGHT directional button increases the volume. Changing the volume of the Music is done in the same way. This means that you can change the balance of the SFX and music to suit your own personal taste.

Center Screen

This option allows you to move the position of the image displayed on your screen if you have any difficulties seeing any of the play area. By pressing LEFT, RIGHT, UP and DOWN on the directional pad you can move the screen in that direction. Using this you can align it precisely with your TV so that you can see the entire screen area clearly.

Controller

This screen allows you to turn Vibration ON and OFF if you are using an Analog Controller DUAL SHOCK™. Use the LEFT and RIGHT directional buttons to change between VIBRATION ON and VIBRATION OFF.

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